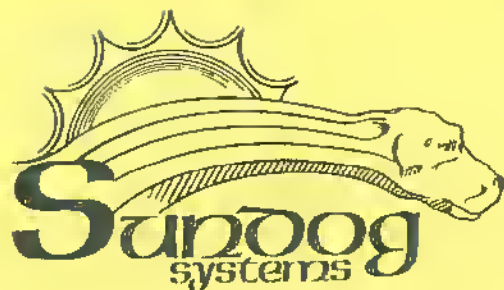


KYUM-GAL TO BE NINJA



Something is killing off the members of the legendary order of Kyum-Gal. In desperation, its leaders have called upon the powers of the life stone to resurrect you, their greatest hero: the NINJA GAL-DAN. Now, you must find and destroy the evil forces behind this dark plot. Use a multitude of martial arts moves to defeat your enemies, obtain treasure and weapons, and evade obstacles. *Kyum-Gal: to be Ninja* uses the most detailed 320x200 resolution, 16 color graphics, the highest quality digital sound effects, and spectacular animation to bring you the greatest martial arts game your CoCo III has ever seen. Created by the author of *Warrior King*, this incredible arcade game is a definite must for your CoCo III software collection. Join the ranks of the Kyum-Gal and find out what it means to be Ninja! Req. 128K CoCo III, disk drive, and joystick (2-button joystick supported).

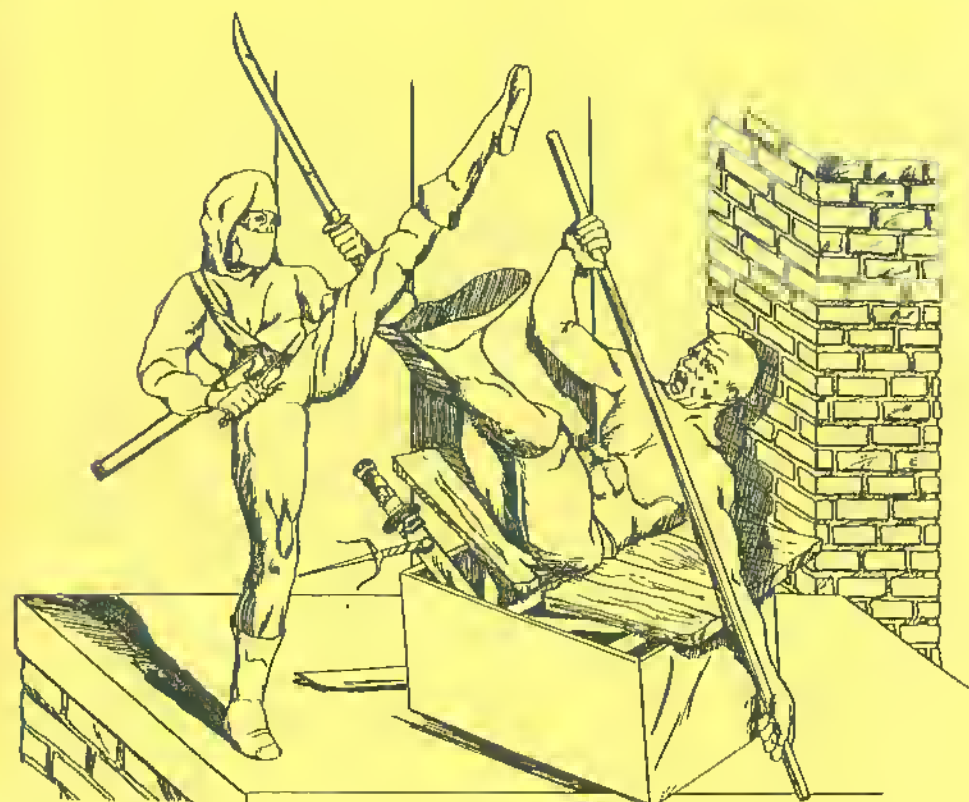
\$29.95



Warranty: This program is copy protected. All of our products are sold on an as-is condition. They are guaranteed to load for one year, and Sundog Systems will replace any defective diskettes free of charge during this period. Sundog Systems specifically disclaims all other warranties, expressed or implied.

Publisher: SUNDOG SYSTEMS
 21 Edinburg Drive
 Pittsburgh, PA 15235
 (412) 372-5674

KYUM-GAL TO BE NINJA



128K or 512K CoCo 3

Machine Language Arcade Game

Kyum-Gai: to be Ninja (OS-9 Version) is the product of the combined efforts of many talented people in the Color Computer community. It is a landmark attempt, as many stated that it was impossible to create a fast, well programmed arcade game under the OS-9 environment. This product proves them wrong. We hope you appreciate it, and that it will spawn similar attempts of RS-DOS/OS-9 version games in the future.

REQUIREMENTS—Kyum-Gai: to be Ninja (OS-9 Version) requires a 512K (256K) CoCo 3 with OS-9 Level 2.

THE DISK—There is one single sided disk enclosed in the package. It is a standard 35 track OS-9 disk. It does not contain an OS-9 boot program, so you must have OS-9 booted on your system before playing this game. You cannot put Kyum-Gai on a system disk, as there is no room to do so. Kyum-Gai only barely fits upon the enclosed disk.

BACKUPS—You can, and are encouraged, to make a backup of your original Kyum-Gai disk. It is not copy protected. Copy this disk with the **BACKUP** command outside of OS-9 or install it upon another floppy (details on this later) and keep it in a safe place. If you have problems with the original disk within the first year of use, you can return the problem disk for replacement (refer to the warranty on the back cover).

INSTALLATION—In order to install Kyum-Gai on a floppy disk, follow these steps:

Put your OS-9 boot disk (or the disk with all of your OS-9 commands) into /d0. Type the following:

```
chx /d0/cmds
load dsave makdir copy
```

Assuming that you have a two drive system, insert the Ninja Disk in drive /d0 and the target disk into drive /d1. The new disk must have at least 710 sectors free, or Kyum-Gai will not fit. Then type the following:

```
chd /d0
dsave -s40 /d0 /d1 ! shell
```

Your new copy will be installed on the disk in drive /d1.

In order to install Kyum-Gai on your hard drive, create the game directory, or the directory from which you wish to play Kyum-Gai. For example, you may use /dd/games/Ninja. Insert the Kyum-Gai disk into drive /d0. If your /dd is not your hard drive, then replace the '/dd/' phrase below with your hard drive indicator.

Type the following:

```
chd /d0/cmds
copy Ninja /dd/cmds/Ninja
copy Ninja.Snd1 /dd/cmds/Ninja.Snd1
copy Ninja.Snd2 /dd/cmds/Ninja.Snd2
chd /d0
dsave -ls40 /d0 /dd/games/ninja ! shell
```

This should install Kyum-Gai into your hard drive, with the command **Ninja** to start the game.

LOADING—You must have OS-9 Level 2 loaded and running in order to play this game. This game requires 136K and thus a 256K CoCo 3 minimum. If you run an additional Kyum-Gai (more than one at a time), each will require another 104K of free memory. Make sure you type **montype** with your specific monitor type (composite is default, **montype r** will change it to RGB). If your colors look wrong, use this command to change that. You must open Kyum-Gai from a VDG window, that is, a standard green screen 32x16 default CoCo window. The original Tandy OS-9 boots up to this window. In order to create a VDG window in /w1 (if /w1 is not currently an open window) type the following:

```
xmode /w1 type=3
shell i=/w1
```

Press the clear key in order to access this window. The directories for Kyum-Gai must be set properly. If you are running Kyum-Gai on:

```
floppy drive:  chd /d0
               chx /d0/cmds
hard drive:   chd /dd/games/ninja
```

All you have to type at the OS-9 prompt here to boot the game is: **ninja**. Keep the Kyum-Gai disk in the drive. The game will refer to it from time to time.

PLAYING THE GAME—The OS-9 version of Kyum-Gai uses different controls than its RS-DOS counterpart. First of all, hook up the left joystick instead of the right. All the commands found in the Kyum-Gai documentation will work with this joystick. The keyboard commands are somewhat different though.

```
<F1> = Attack
<F2> = Jump
<Space Bar> = Both (flip)
Pressing <F1> and <F2> together will not flip an opponent!
<P> = Pause (Clearing to a new window will also pause the game)
<Break> = Quit the game
```

MISCELLANEOUS—If you notice any 'sparklies' or 'snow' on the screen at any time (such as fading in or out), you may wish to obtain a patch called VDGInt Blip Fix. This will fix this problem, and can be obtained from most BBS's, including Delphi and Compuseve. The program IPatch will also be necessary to install this patch. If you cannot find these files, or have problems obtaining them, contact Sundog Systems for support.